

**Amendments to the Specification:**

Please add the following new paragraphs on page 10, line 8:

In summary, the game includes the sequence of steps of providing one deck of alphabet challenge cards for two to four players, providing two decks for five to nine players while removing two of the special function cards and providing three decks for 9 to 12 players minus two of the special function cards from two of the decks. Each deck has seventy two cards including a combination of sixty four cards having on its face an alphabet indicia for creating words, and four wild cards, and four special function cards, each having identifying markings on its face. The special function cards are referred to as “Boomerang Cards”. Prior to starting play, ground rules are established that describe uses of the wild cards and the special function cards. A score keeper is selected.

The deck of cards are shuffled and twelve cards are dealt to each player, starting with a designated first player and placing the remaining cards, face down to establish a draw pile. The dealer removes the top card from the draw pile and places the top card face up to start a discard pile. The designated first player draws a card, either from the draw pile, or from the discard pile and forms a word to be cast. After a first word is cast, the player is permitted to use any of the special function cards. This rule is labeled “passport” which applies to all players during their turn. If the first player cannot cast a word, then the player must discard one card and forfeits his/her turn to a next player positioned to his/her left. The next player repeats the same word forming sequence. This

process continues until a player draws the last card from the draw pile and all cards are used up. The score keeper names a winner by determining the player with the least penalty points and awards the winner merit points for winning the game. All other players receive demerit points.